UK's OFFICIAL SEGA COMIC

STARRING SONIC THE HEDGEHOG™

SONIC THE COMIC

COMPLETE SONIC STORY

BUBBLE TROUBLE

IT'S A GAS-P!

COMPLETE STORY

TAILS!

COMPLETE STORY

MEGA-DROID!

CONCLUSION

KNUCKLES!

PLUS

OLYMPIC GRAPHIC ZONE WITH *NEW CRAYOLA PRIZES!*

REVIEWS, Q ZONE AND MORE!

£1.20 • Nº 83
2 AUGUST 1996

9 770969 304037 83

FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

Have we got a sporting issue for you! Despite the Euro '96 footie championships being well and truly over, that global games event, the Olympics, is in full swing right now. To celebrate, Sonic and co get on their marks for some athletic action in the Graphic Zone. If you're looking for more physical activity then run your fingers through to the Q Zone!

Story-wise, this issue features a special, multi-media, multi-talented personality - me! Yes, having received enough fan mail to wedge open the office door, I thought it was time you Boomers knew more about my daily doings at *STC* and how annoying my hume colleagues are! If you want to read further adventures about yours truly, write in or e-mail me. I'm waiting ...

That *second* star of the comic, Sonic (just joking!) gets in to an airtight spot of Bubble Trouble and there's no medals for guessing who's behind it all ... Tails encounters someone from his past - find out who, in Hidden Danger. Meanwhile, the guardian of the Floating Island grapples with the guardian of the Mobian Channel in the conclusion to Troubled Waters.

Finally, Sega delve into their classic game archives this summer and re-release Sonic 2, plus Sonic and Knuckles at giveaway prices - see the Review Zone and enjoy!

Megadroid

RIGHT ON Q!

Judging by the number of Boomers still being driven crackers by the Scrap Brain Zone, or getting lost in the Labyrinth Zone, help will be at hand in the form of the Q Zone; as it revisits old games from Sonic's past.

From *STC 84* onwards, the Q Zone will be supplying hints, tips and cheats galore on getting through those niggly levels and zones. It's crucial information to keep and collect - all at your fingertips! What more could a Sonic Boomer ask for?

SEGA COMPILED BY ChartTrack © ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	NEW		BRIAN LARA CRICKET '96
2	↓		TOY STORY
3	↑		SONIC & KNUCKLES
4	↓		FIFA SOCCER '96
5	●		AUSTRALIAN RUGBY LEAGUE
6	↑		PGA TOUR GOLF '96
7	RE		MS PACMAN
8	↑		MICRO MACHINES '96
9	↓		ECCO 2: THE TIDES OF TIME
10	RE		MICRO MACHINES 2

SATURN

1	NEW		EURO '96
2	NEW		STREET FIGHTER ALPHA
3	↓		PANZER DRAGOON 2
4	●		VIRTUA COP
5	↑		FIFA SOCCER '96
6	↓		SEGA RALLY
7	↓		X-MEN: CHILDREN OF THE ATOM
8	↓		VIRTUA FIGHTER 2
9	↓		SHELLSHOCK
10	↓		WIPE OUT

MEGA-CD

1	RE		REBEL ASSAULT
2	↑		BRUTAL: PAWS OF FURY
3	↓		SOULSTAR
4	↓		EARTHWORM JIM
5	↓		B.C. RACERS
6	●		WORLD CUP USA '94
7	↑		TOMCAT ALLEY
8	↓		SNATCHER
9	↓		ETERNAL CHAMPIONS
10	RE		THUNDERHAWK

GAME GEAR

1	↑		SONIC THE HEDGEHOG 2
2	RE		STAR TREK: GENERATIONS
3	↓		THE LION KING
4	●		FIFA SOCCER '96
5	RE		MICRO MACHINES 2
6	↓		SONIC CHAOS
7	↓		ECCO 2: THE TIDES OF TIME
8	↓		SONIC THE HEDGEHOG
9	RE		COLUMNS
10	↓		REN AND STIMPY

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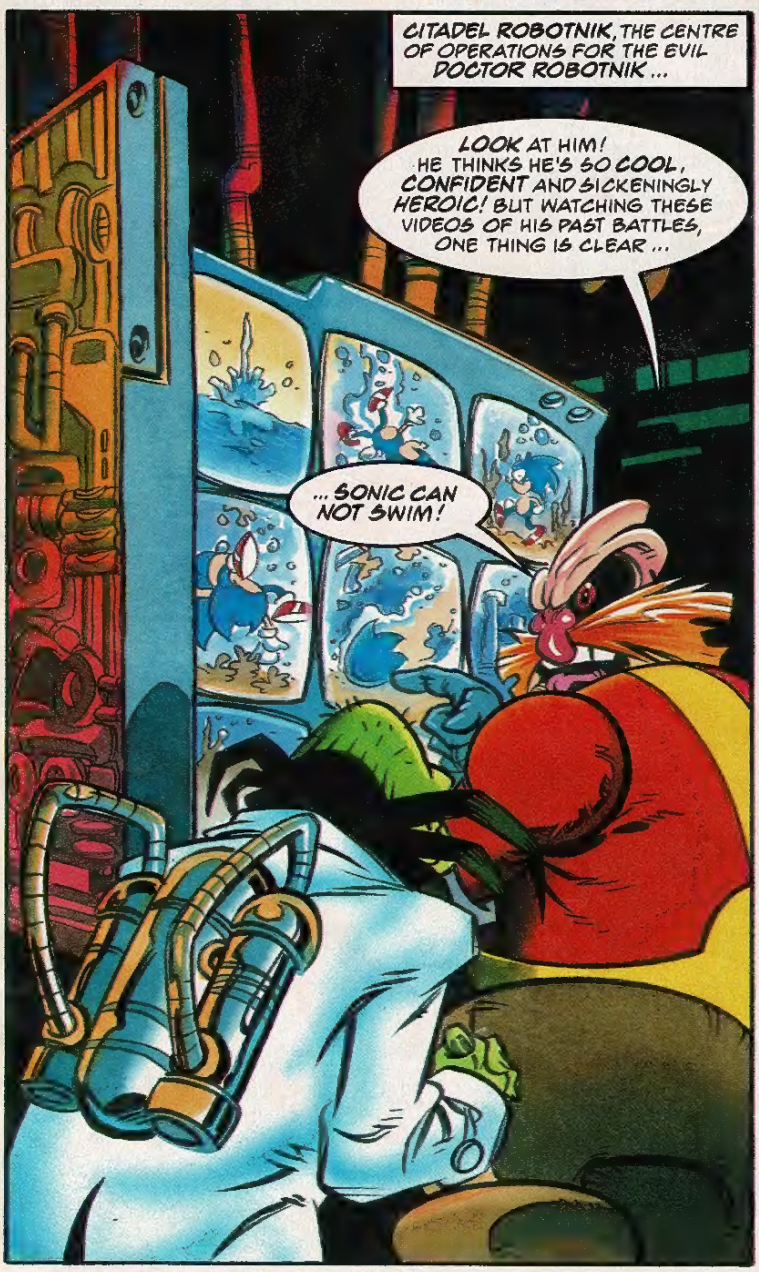
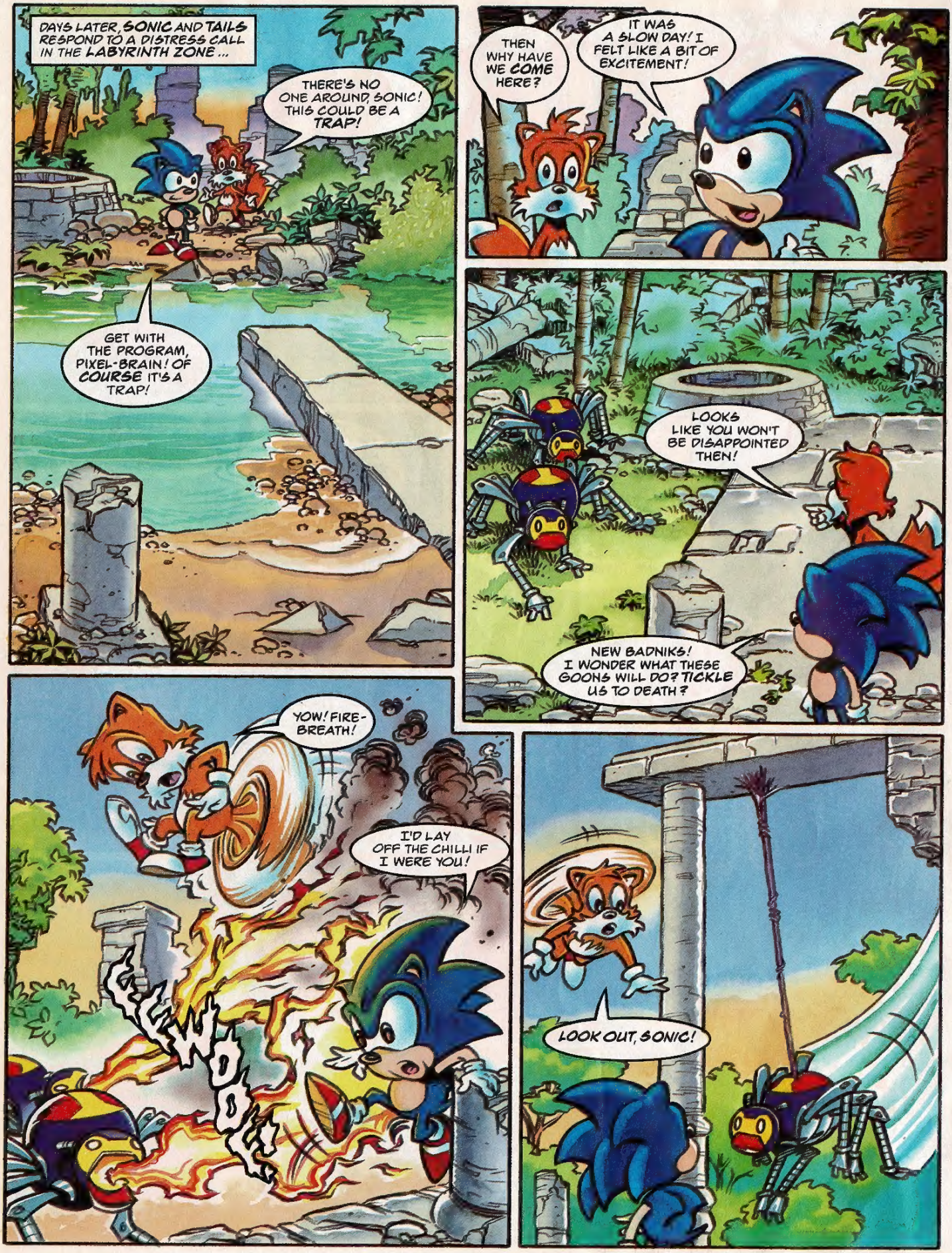
SONIC THE HEDGEHOG™

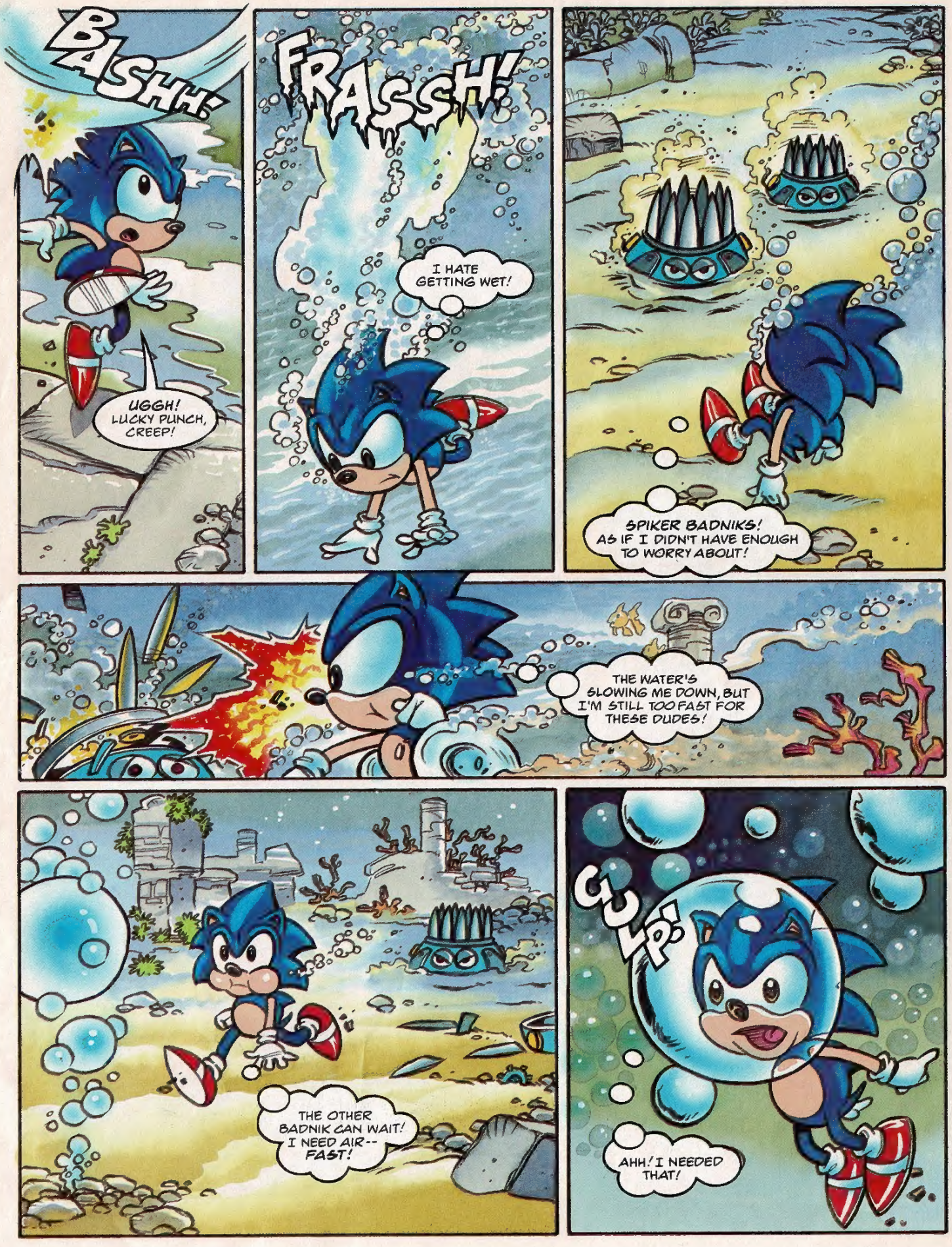
Bubble Trouble

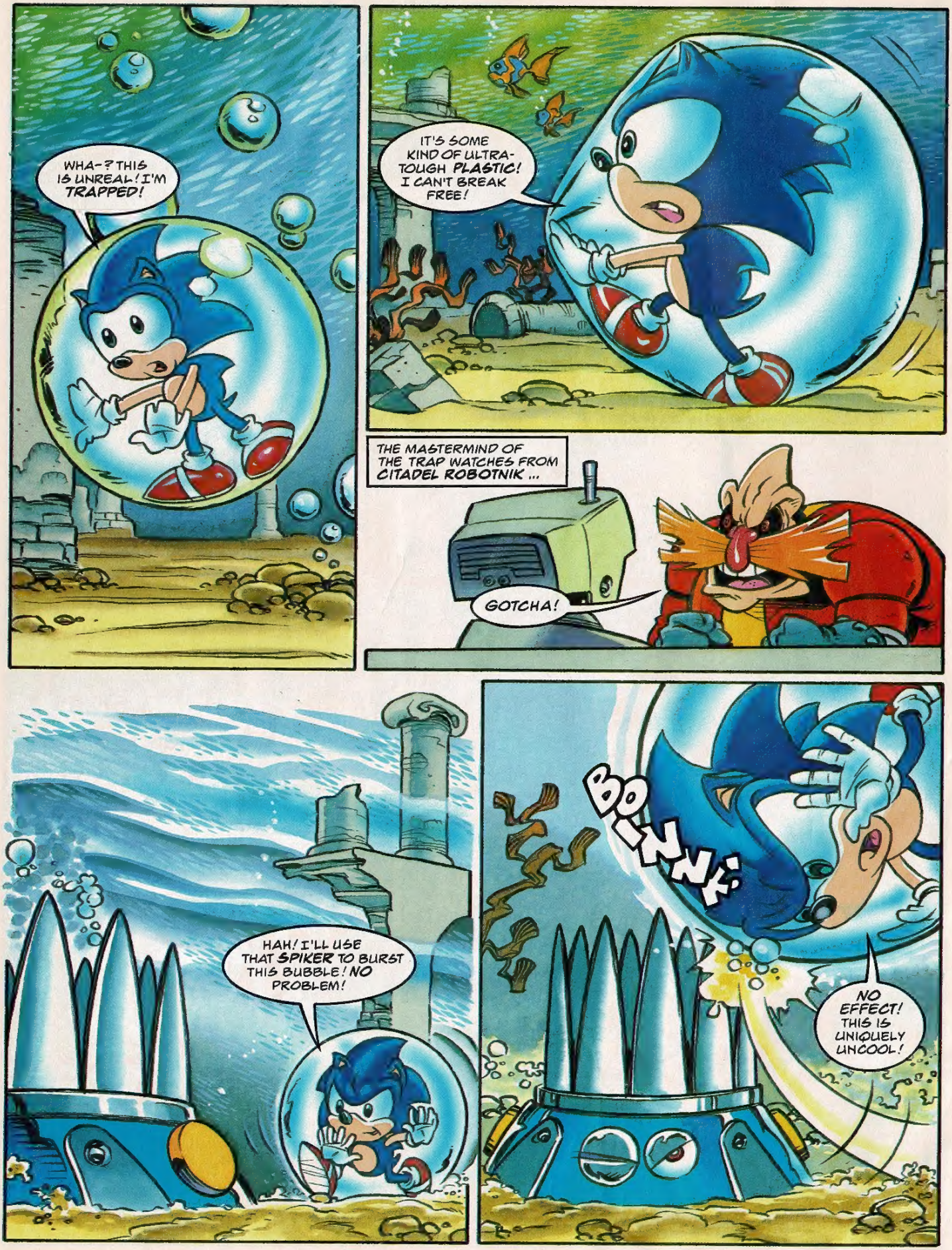
COMPLETE STORY

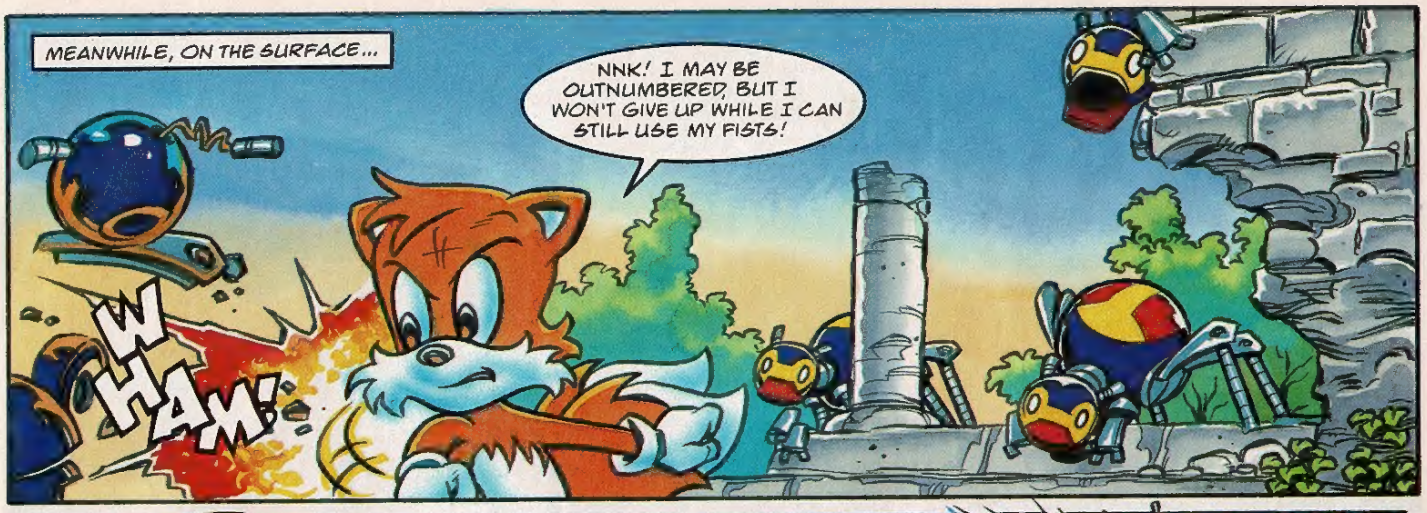
Script: LEW STRINGER
Art: ROBERTO CORONA
Colouring: JOHN M BURNS
Lettering: ELLIE DE'VILLE

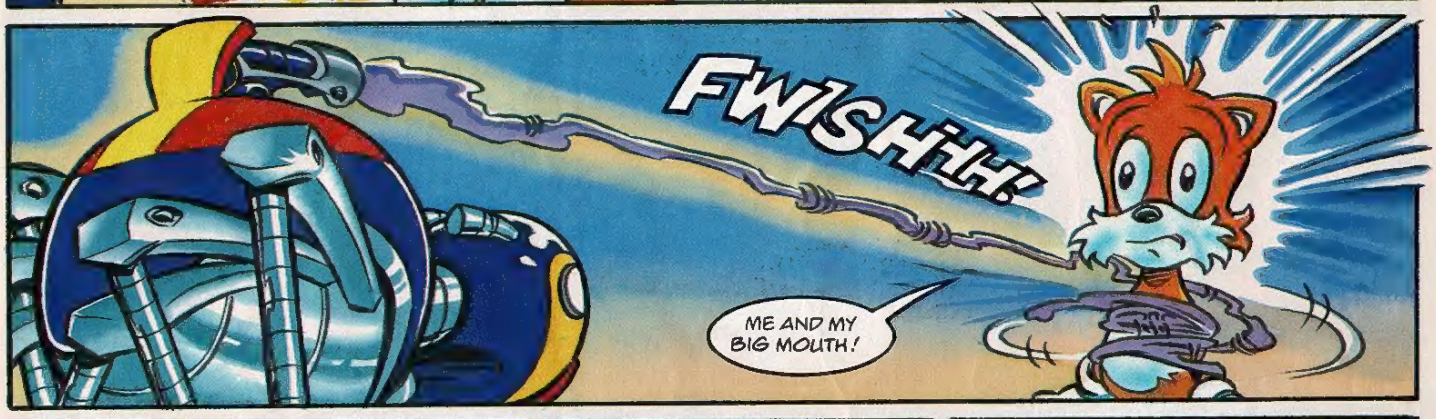

CITADEL ROBOTNIK, THE CENTRE OF OPERATIONS FOR THE EVIL DOCTOR ROBOTNIK ...
LOOK AT HIM! HE THINKS HE'S SO COOL, CONFIDENT AND SICKENINGLY HEROIC! BUT WATCHING THESE VIDEOS OF HIS PAST BATTLES, ONE THING IS CLEAR ...
... SONIC CAN NOT SWIM!


DAYS LATER, SONIC AND TAILS RESPOND TO A DISTRESS CALL IN THE LABYRINTH ZONE...
THERE'S NO ONE AROUND, SONIC! THIS COULD BE A TRAP!
GET WITH THE PROGRAM, PIXEL-BRAIN! OF COURSE IT'S A TRAP!
THEN WHY HAVE WE COME HERE?
IT WAS A SLOW DAY! I FELT LIKE A BIT OF EXCITEMENT!
LOOKS LIKE YOU WON'T BE DISAPPOINTED THEN!
NEW BADNIKS! I WONDER WHAT THESE GOONS WILL DO? TICKLE US TO DEATH?
YOW! FIRE-BREATH!
I'D LAY OFF THE CHILLI IF I WERE YOU!
FWOOSH
LOOK OUT, SONIC!

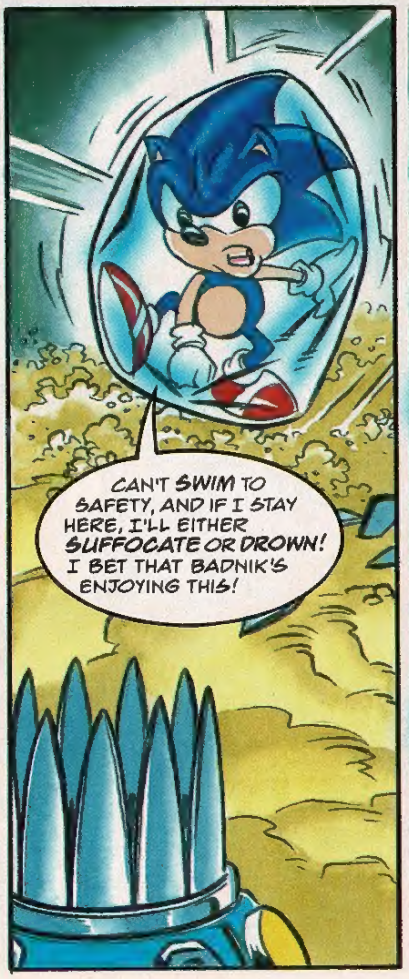

BASHH!
UGGH! LUCKY PUNCH, CREEP!
FRASSH!
I HATE GETTING WET!
SPIKER BADNIKS! AS IF I DIDN'T HAVE ENOUGH TO WORRY ABOUT!
THE WATER'S SLOWING ME DOWN, BUT I'M STILL TOO FAST FOR THESE DUDES!
THE OTHER BADNIK CAN WAIT! I NEED AIR-- FAST!
GULP!
AHH! I NEEDED THAT!


WHA-? THIS IS UNREAL! I'M TRAPPED!
IT'S SOME KIND OF ULTRA-TOUGH PLASTIC! I CAN'T BREAK FREE!
THE MASTERMIND OF THE TRAP WATCHES FROM CITADEL ROBOTNIK ...
GOTCHA!
HAH! I'LL USE THAT SPIKER TO BURST THIS BUBBLE! NO PROBLEM!
BO-NNK!
NO EFFECT! THIS IS UNIQUELY UNCOOL!

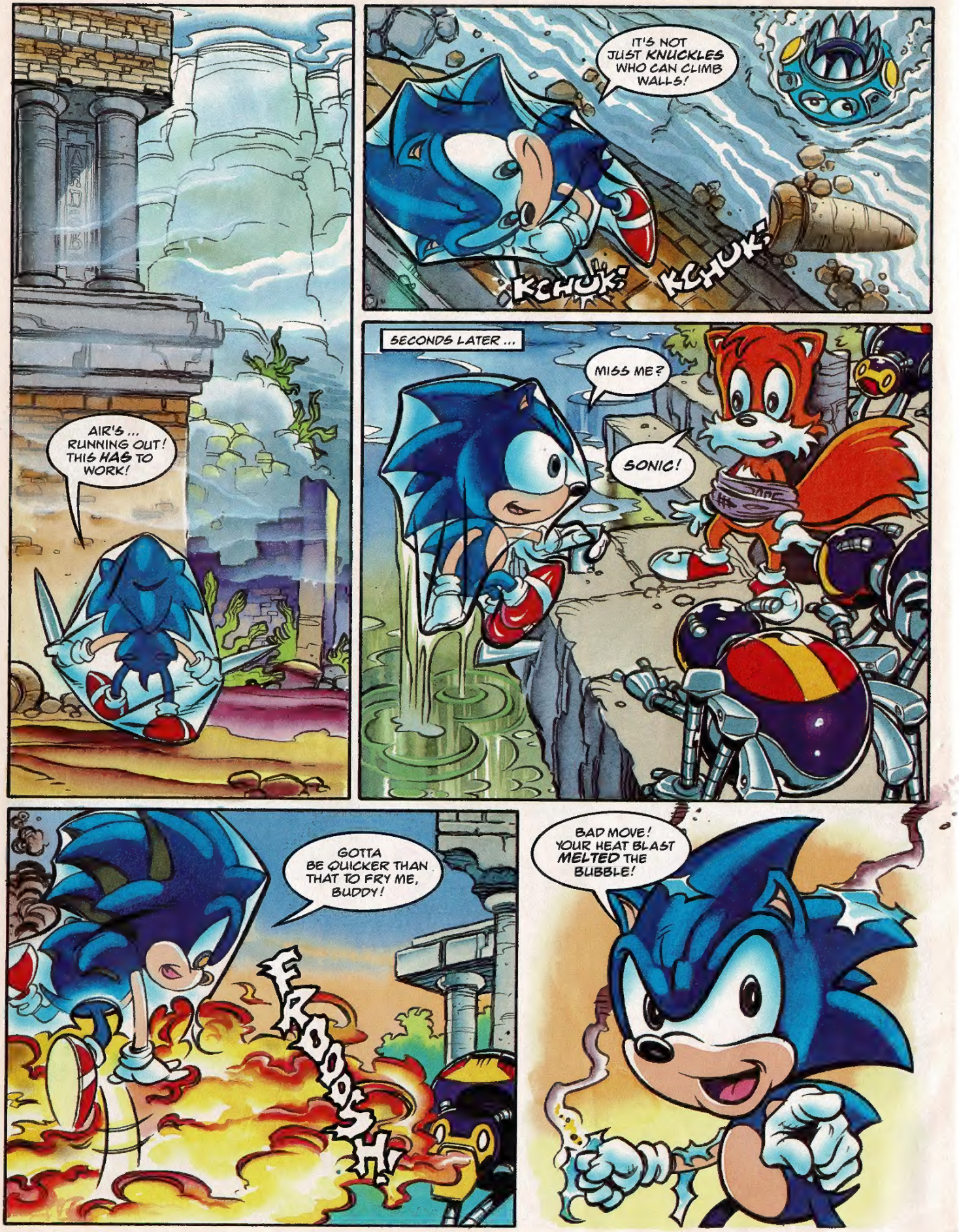

MEANWHILE, ON THE SURFACE...
NNK! I MAY BE OUTNUMBERED, BUT I WON'T GIVE UP WHILE I CAN STILL USE MY FISTS!
WHAM!


FWISHH!
ME AND MY BIG MOUTH!

BACK ON THE BED OF THE LAKE ...
THE BUBBLE IS SHRINKING AS I'M USING THE AIR UP! IF I DON'T ESCAPE SOON, I'M FINISHED!


CAN'T SWIM TO SAFETY, AND IF I STAY HERE, I'LL EITHER SUFFOCATE OR DROWN! I BET THAT BADNIK'S ENJOYING THIS!

IF I CAN JUST REACH THE DEBRIS FROM THE OTHER BADNIK ...


AIR'S ... RUNNING OUT! THIS HAS TO WORK!
IT'S NOT JUST KNUCKLES WHO CAN CLIMB WALLS!
KCHUK
KCHUK
SECONDS LATER ...
MISS ME?
SONIC!
GOTTA BE QUICKER THAN THAT TO FRY ME, BUDDY!
FKOOOSH!
BAD MOVE! YOUR HEAT BLAST MELTED THE BUBBLE!

HEY, TAILS! NEED A HAND?
WOULDN'T SAY NO!
WHIP!
KRSH!
SONIC! WATCH OUT!
THAT OLD TRICK AGAIN, HUH?
KLOOOM!
WHO DO THESE DUDES THINK THEY'RE DEALING WITH? AN AMATEUR?
BACK AT CITADEL ROBOTNIK...
ER... THEY APPEAR TO HAVE WON AGAIN, SIR!
BAH! THEY MAY HAVE WON THIS ESCAPADE, GRIMER...
... BUT THEY'VE SPURRED ME ON TO MAKE FUTURE TRAPS EVEN NASTIER!
NEVER THE END!
NEXT ISSUE: HEROES AND VILLAINS!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

Sega know they can't keep good games down, which is why they've re-released a couple of cool, classic games. Whether your just out of nappies, or reaching your teens and beyond, these Mega Drive games are still a joy to play!

SONIC THE HEDGEHOG 2

Reviewed by David Gibbon

MD MEGA DRIVE

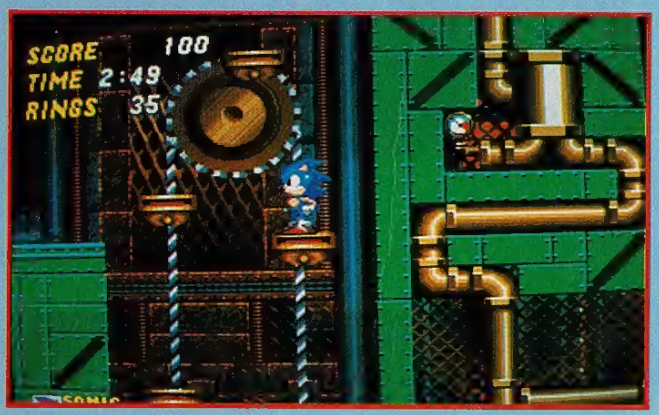
GAME TYPE: PLATFORM
PLAYERS: 1-2
PUBLISHER: SEGA
PRICE: £19.99
RE-RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

For all those new Sonic Boomers who weren't lucky enough to catch this smash hit game, the first time round, Sega have re-released **Sonic 2.**

The game was originally launched in November 1992, on a day known as Sonic Twosday (well, it was released on Tuesday!). Amazingly, it sold a whopping 750,000 copies on its first day, more than any other video game - ever!

Sonic 2 saw the debut of Sonic's best friend Tails, and included many new zones, power ups, plus the new two-player mode, where both Sonic and Tails help each other out. There was even a split-screen, two-player game, which enabled the dynamic duo to race each other in order to complete a level in the fastest time. There was also a brilliant bonus game too, where both Sonic and Tails raced along a 3D tunnel collecting rings.

If you don't own **Sonic 2**, then don't even think about it, just buy it! You'll experience Sonic and Tails at their very best!



FINAL COUNTDOWN

RAVES
One of Sonic's all time best!

GRAVES
Not much point buying - if you've already got it, that is!

GRAPHICS 90
SOUND 92
PLAYABILITY 93
OVERALL 91

SONIC & KNUCKLES

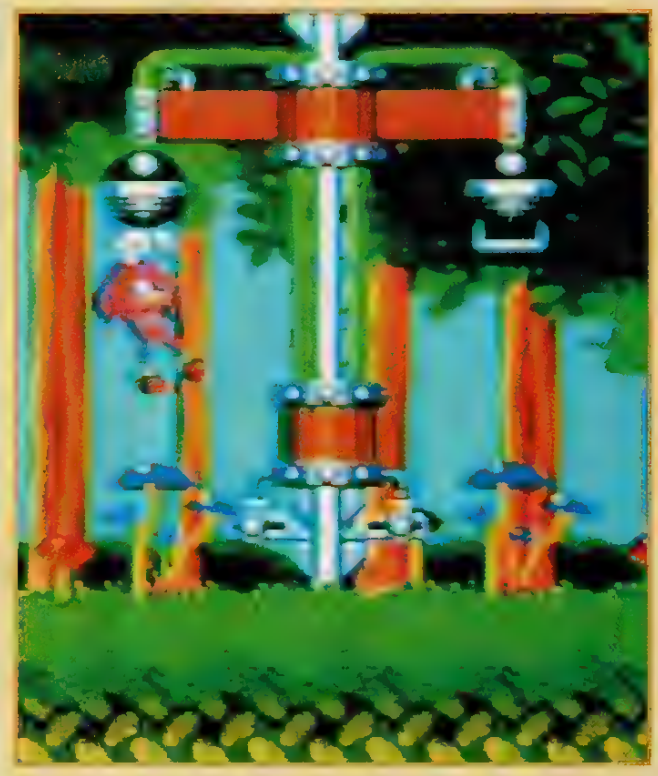
Reviewed by David Gibbon

MD
MEGA DRIVE

GAME TYPE: PLATFORM
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £24.99

RE-RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

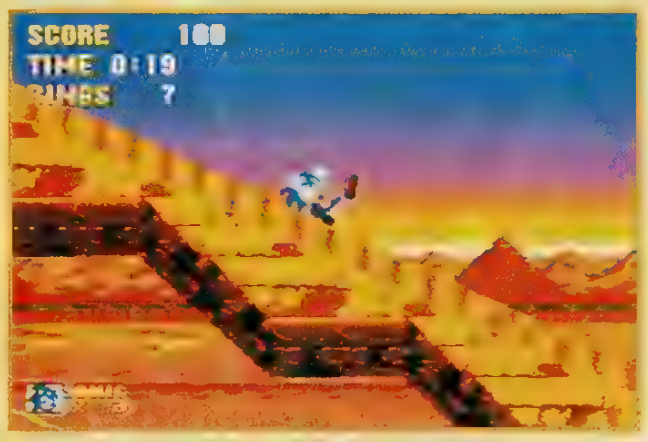


Having already achieved a succession of hits with *Sonic 1*, *2*, and *3*, Sega's super cool hedgehog was paired up with a certain red, dreaded, Echidna and **Sonic & Knuckles** was created! Knuckles was given a share of the limelight as well a chance to show-off; he certainly impressed fans with his climbing skills!

Sonic & Knuckles was the first game of its type to have a top-slot, allowing previous titles in the series to be backwardly compatible. By placing *Sonic 3* into **Sonic & Knuckles**, allows you to be Knuckles in the game; thus adding a new dimension to gameplay and giving value for money with *Sonic 1*, *2*, and *3*!

Played over a total of six levels with two new bonus rounds, there are harder to beat bosses, together with plenty more objects to interact with and avoid. The 3D in-yer-face Special Stage previously seen in *Sonc 3*, is still present, plus the energetic activities of running at speed, collecting rings and finding emeralds remains unchanged.

The much criticised F-Ram save facility introduced in *Sonic 3* is not included in **Sonic & Knuckles**, making it much harder to complete. Those who like a challenge will be more than satisfied.

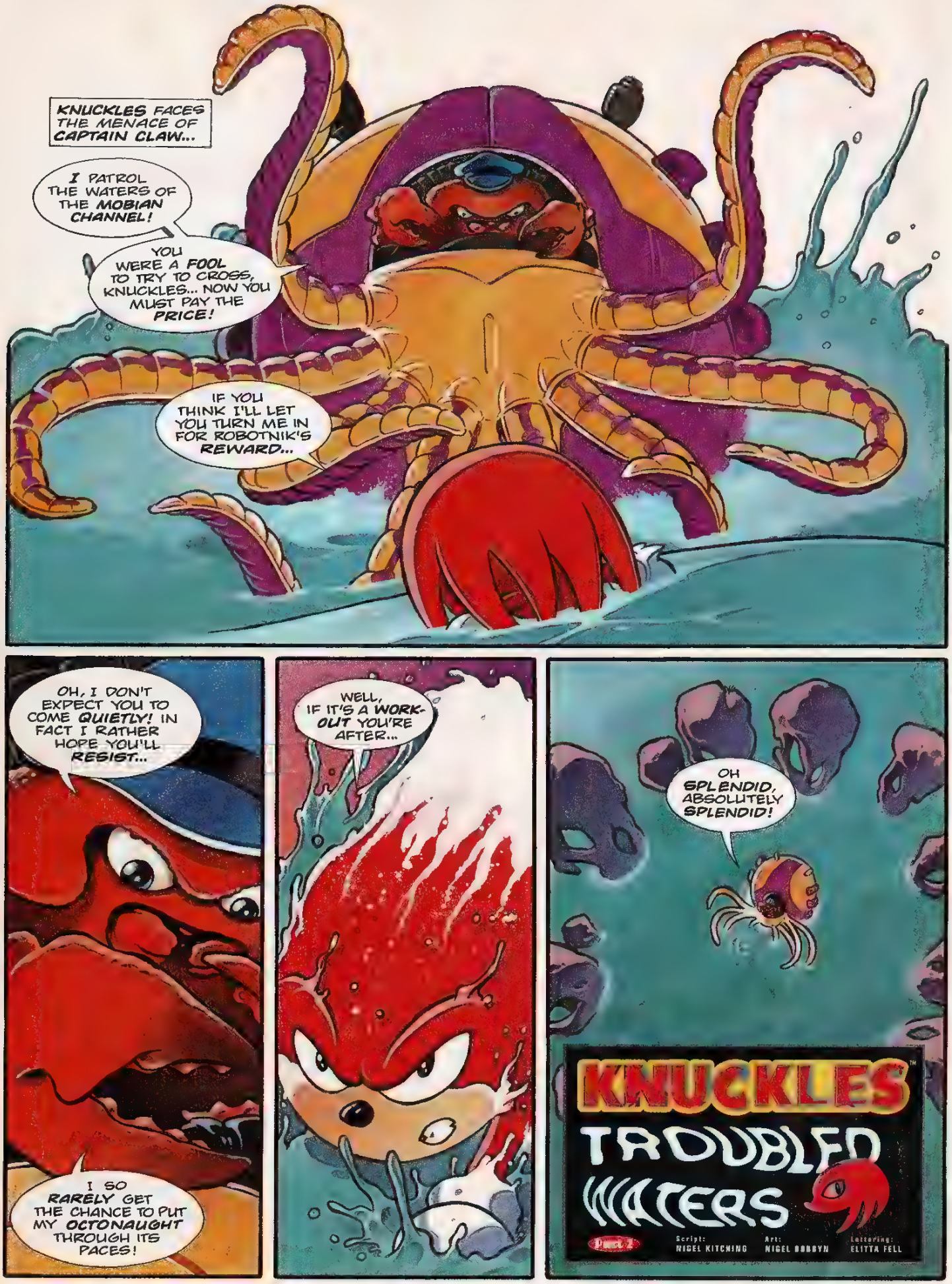


FINAL COUNTDOWN

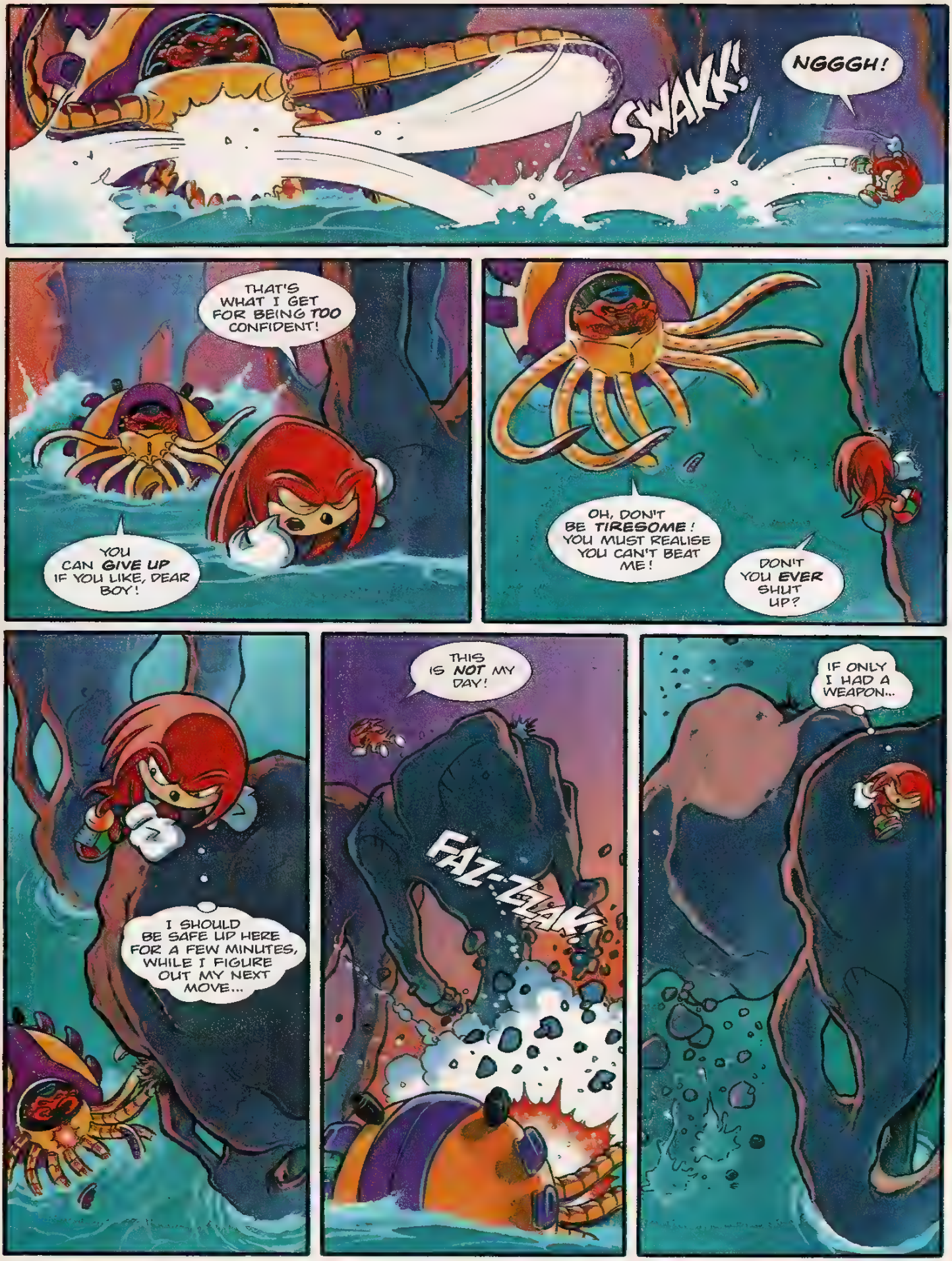
RAVES
Excellent value for money.

GRAVES
You'll be left eating cold dinners for weeks!

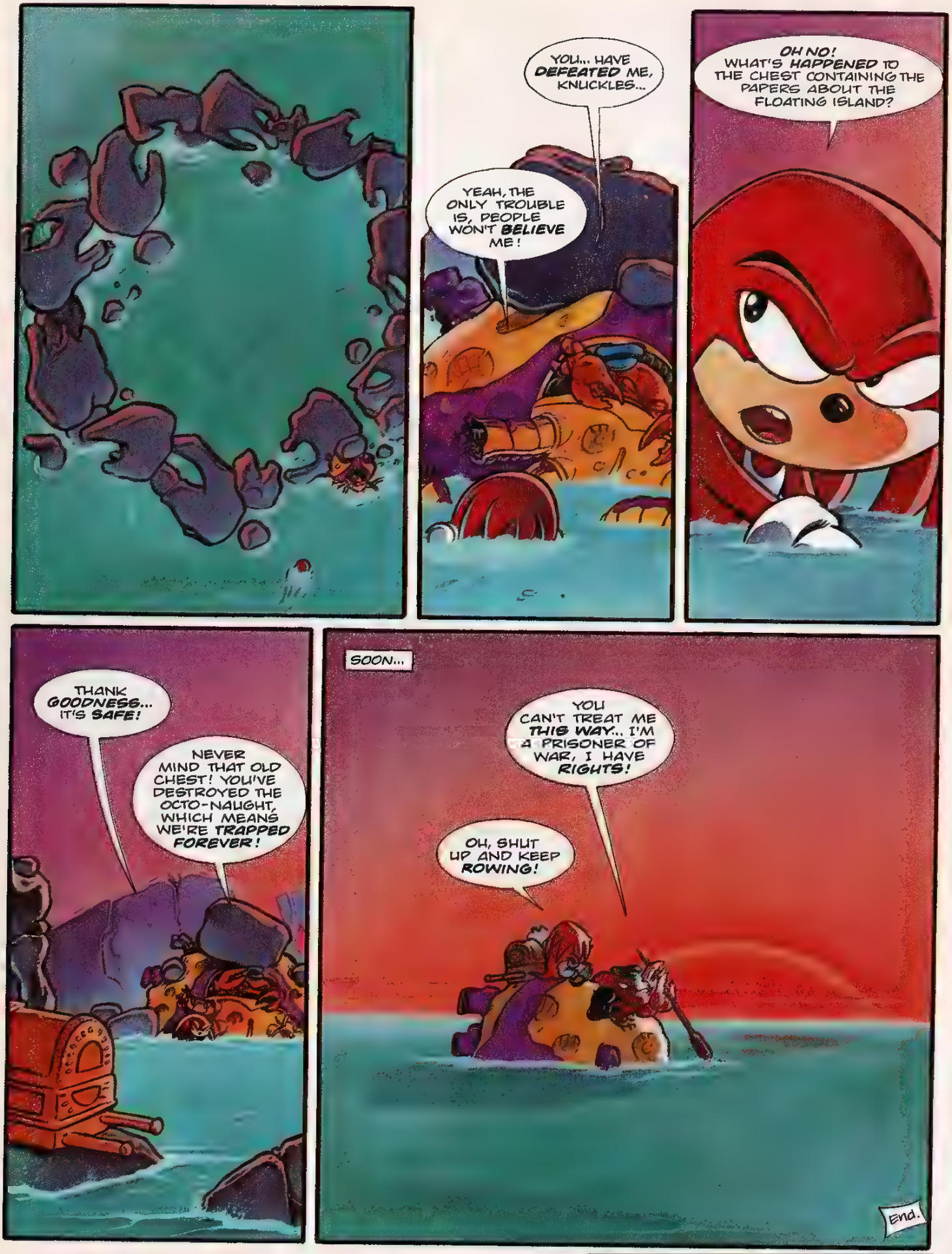
GRAPHICS 91
SOUND 73
PLAYABILITY 84
OVERALL 87


KNUCKLES FACES THE MENACE OF CAPTAIN CLAW...
I PATROL THE WATERS OF THE MOBIAN CHANNEL!
YOU WERE A FOOL TO TRY TO CROSS, KNUCKLES... NOW YOU MUST PAY THE PRICE!
IF YOU THINK I'LL LET YOU TURN ME IN FOR ROBOTNIK'S REWARD...
OH, I DON'T EXPECT YOU TO COME QUIETLY! IN FACT I RATHER HOPE YOU'LL RESIST...
I SO RARELY GET THE CHANCE TO PUT MY OCTONAUGHT THROUGH ITS PACES!
WELL, IF IT'S A WORK-OUT YOU'RE AFTER...
OH SPLENDID, ABSOLUTELY SPLENDID!
KNUCKLES
TROUBLED WATERS
Part 2
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL

WE'LL SEE HOW WELL THIS HUNK OF TIN FLOATS WITH A COUPLE OF HOLES POKED IN IT!
AFTER ALL I'VE BEEN THROUGH, IT'S A PLEASURE TO COME UP AGAINST A SMALL-TIME BULLY LIKE CAPTAIN CLAW!
KR-ZZZZT!
AAAAA!
OOOH! I BET THAT REALLY PUTS KNUCKLES IN A FOUL MOOD!
OH YES, HE'S VERY CROSS NOW!


SWAKK!
NGGGH!
THAT'S WHAT I GET FOR BEING TOO CONFIDENT!
YOU CAN GIVE UP IF YOU LIKE, DEAR BOY!
OH, DON'T BE TIRESOME! YOU MUST REALISE YOU CAN'T BEAT ME!
DON'T YOU EVER SHUT UP?
I SHOULD BE SAFE UP HERE FOR A FEW MINUTES, WHILE I FIGURE OUT MY NEXT MOVE...
THIS IS NOT MY DAY!
FAZ-ZZAK!
IF ONLY I HAD A WEAPON...

UH-OH, TIME TO MOVE AGAIN!
KRUUM!
NOW THIS IS GETTING SILLY!
KRUMM!
IF IT KEEPS UP, I'LL...
KRUMM!
...RUN OUT OF PLACES TO GO!
KRUUMM!
KROOOM!
AAAAGH!


YOU... HAVE DEFEATED ME, KNUCKLES...
YEAH, THE ONLY TROUBLE IS, PEOPLE WON'T BELIEVE ME!
OH NO! WHAT'S HAPPENED TO THE CHEST CONTAINING THE PAPERS ABOUT THE FLOATING ISLAND?
THANK GOODNESS... IT'S SAFE!
NEVER MIND THAT OLD CHEST! YOU'VE DESTROYED THE OCTO-NAUGHT, WHICH MEANS WE'RE TRAPPED FOREVER!
SOON...
YOU CAN'T TREAT ME THIS WAY... I'M A PRISONER OF WAR, I HAVE RIGHTS!
OH, SHUT UP AND KEEP ROWING!
End.

OPERATION JellySTORM

Jelly Invaders are made of special highly trained yogurt. Away from the jelly, Jelly Invaders are completely useless. But if you drop them in the delicious jelly and mix them up... the invasion of the Jelly Invaders begins. Cor! What a delicious mess...

Flying Jelly Invaders are 'para-yogurts' that land on top of the jelly to splat it. Sometimes they miss and splat themselves instead.

KEEP OFF THE JELLY

Not even this will stop the invasion of the Jelly Invaders. (They can't read – their school was made of jelly so they didn't.)

To try and make the Jelly Invaders fall off, the jelly wobbles at 179 wpm (wobbles per minute). But it never works – the jelly doesn't know about their Anti-Wobble devices.

JELLY INVADERS NEED YOU ...

With your help, the delicious Müller yogurt in one corner can invade the wobbly strawberry or orange jelly in the other.

Jelly Invaders can move very fast to ambush the jelly. Their top speed is 47 mph. (Almost as fast as a car going at 48 mph.)

Jelly Invaders are able to build ladders out of yogurt. It helps them get onto the jelly. But it isn't as easy as it looks. It's a bit squidgy.

Jelly Invaders are equipped with special Anti-Wobble devices to help them go deep 'underjelly.' 'Who dares wobbles.'

These Jelly Invaders are wearing camouflage to sneak up on the jelly. Their camouflage is so good that you don't know where they are. And neither do they.

Jelly Invaders use spoons to dispose of the jellygnite. They have to eat it before it goes off. (There's a date on the pack that tells them when that is.)

This Jelly Invader is in charge. As the most important one you should always call it 'Sir.' It's the polite thing to do.

müller

OLYMPIC ZONE

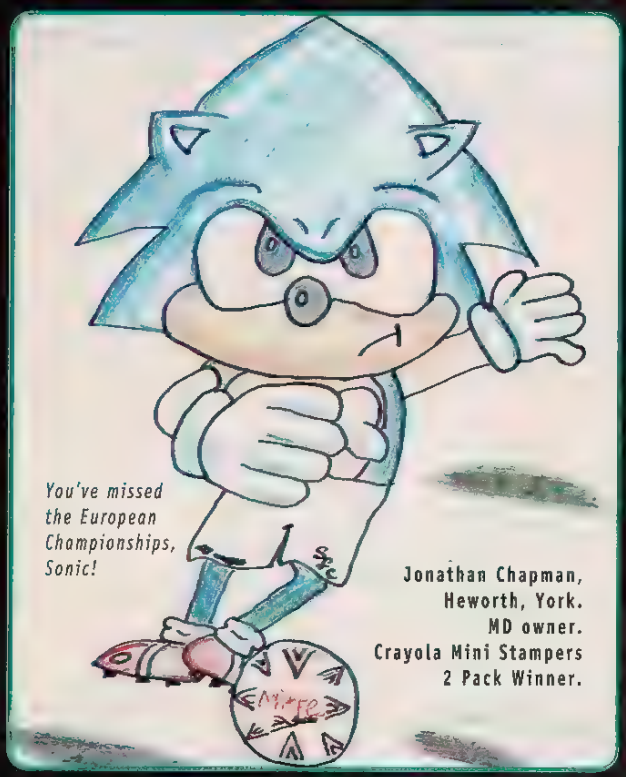
SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO SET THEIR ARTWORK POINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

Who is that mystery martial arts expert?

Craig Wickinson, Dyfed, S Wales. Crayola Mini Stampers 2 Pack Winner.

Hanging in the balance ...

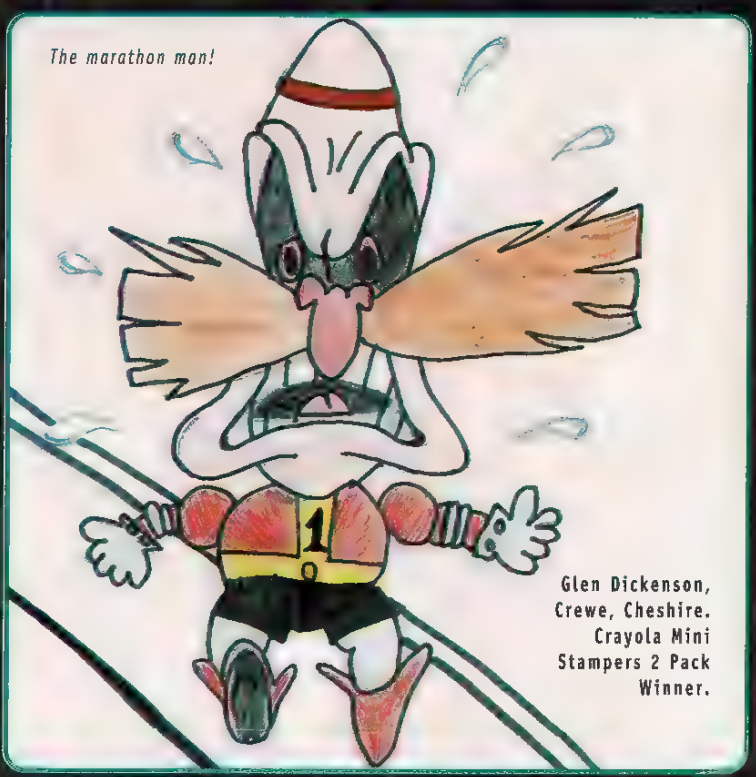
Angela Formby, Gwynedd, Wales. Crayola Mini Stampers 2 Pack Winner.



You've missed the European Championships, Sonic!

Jonathan Chapman, Heworth, York. MD owner. Crayola Mini Stampers 2 Pack Winner.

The marathon man!

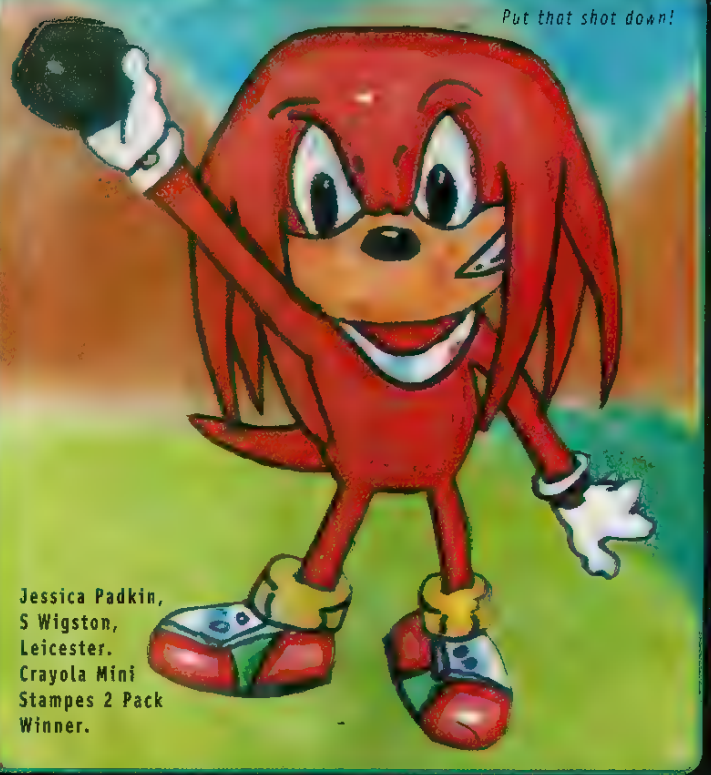


Glen Dickenson, Crewe, Cheshire. Crayola Mini Stampers 2 Pack Winner.

Jolly hockey stick?

Benjamin Cook, Saltford, Bristol. MD owner. Crayola Mini Stampers 2 Pack Winner.

Put that shot down!



Jessica Padkin, S Wigston, Leicester. Crayola Mini Stampes 2 Pack Winner.

A Mighty Olympian!

Chris Ashman, Stoke-on-Trent, Staffs. Crayola Mini Stampers 2 Pack Winner.

Swing out, Amy.

Jennifer Spreadbury, Cranleigh, Surrey. MD II owner. Crayola Mini Stampers 2 Pack Winner.

To help get your handywork selected in future graphic zones, please take note of the following tips.

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the comic - come up with your own ideas.

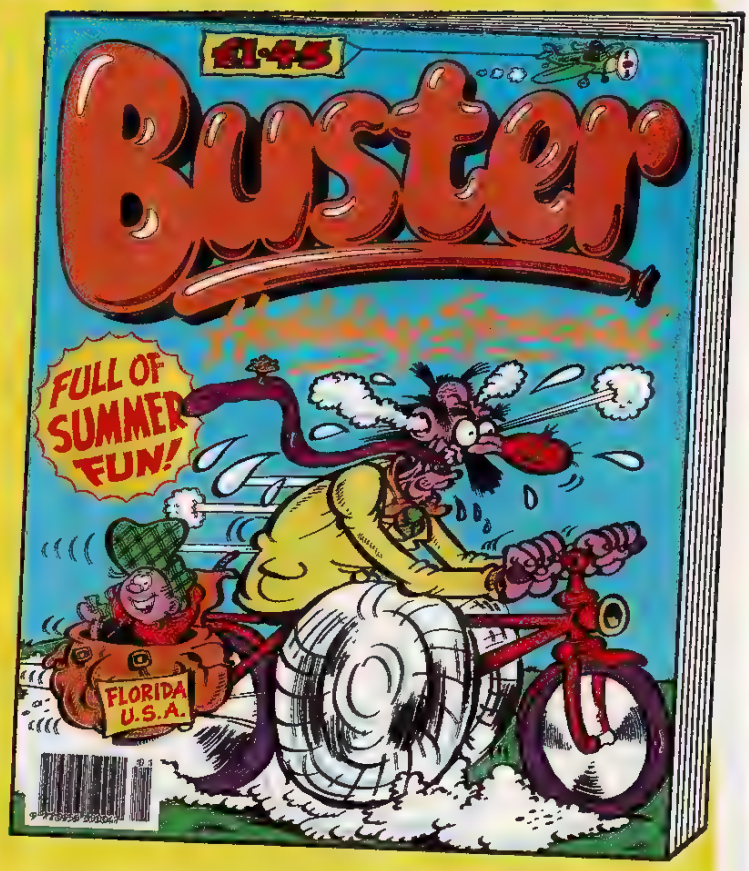
* Include your name and address, preferably written in capital letters on the back of the page.

* Send artwork to: GRAPHIC ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN *STC* WILL RECEIVE A PACK OF CRAYOLA MINI STAMPERS 2, SHAPED NIBBED, COLOUR PENS.

For your nearest Crayola stockists:- Tel: 01234 217786.

HOLIDAYS JUST WOULDN'T BE THE SAME WITHOUT...



52 PAGES...with everyone's fave comic strips

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NOW YOU CAN COMPLETE YOUR MONSTER MUNCH® TAZO™ COLLECTION

JUST £1.00 for 5 MONSTER MUNCH® TAZOS™

30 MEGA MAD MONSTER TAZOS™

This is your chance to complete your Monster Munch® TAZO™ Collection. There are a total of 30 Monster TAZO™ designs to collect, each featuring your favourite monsters.

To place your order, simply select your choice of designs, complete the entry form, and send a cheque or postal order for £1.00 for each set of 5 Monster Munch® TAZOS™, made payable to "Monster Munch® TAZO™ Collection Offer". Offer only available while stocks last.

Send your application to: "MONSTER MUNCH® TAZO™ COLLECTION OFFER", P.O. Box 100, Diss, IP22 3HF to arrive no later than 31.12.96

APPLICATION FORM

CIRCLE YOUR SELECTED DESIGNS HERE

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

Total Number of MONSTER MUNCH® TAZOS™ selected.....at £1.00 for each 5

Name:.....

Address:.....

.....

.....Post Code: .....

Signature of Parent or Guardian

.....(if under the age of 18 yrs)

Minimum order of 5 TAZOS™. Offer closes 31/12/96. Offer limited to UK. Please allow 28 days for delivery.

Don't forget to specify which design numbers you want - they range from 1 - 30 and can be found printed on the back of the TAZOS™

TERMS AND CONDITIONS

1. Offer open to all UK and Channel Island residents except employees of Walkers Snack Foods Ltd, their families, or anyone connected with the creation or administration of this promotion.
2. Offer subject to availability.
3. Proof of posting is not proof of receipt; no responsibility will be accepted for applications lost, damaged or delayed in the post.
4. Closing date for all applications is 31/12/96.
5. Please allow 28 days for delivery.
6. Promoter: Walkers Snack Foods Ltd, Thurmaston, Leicester LE4 8BS. Please retain this address for future reference.

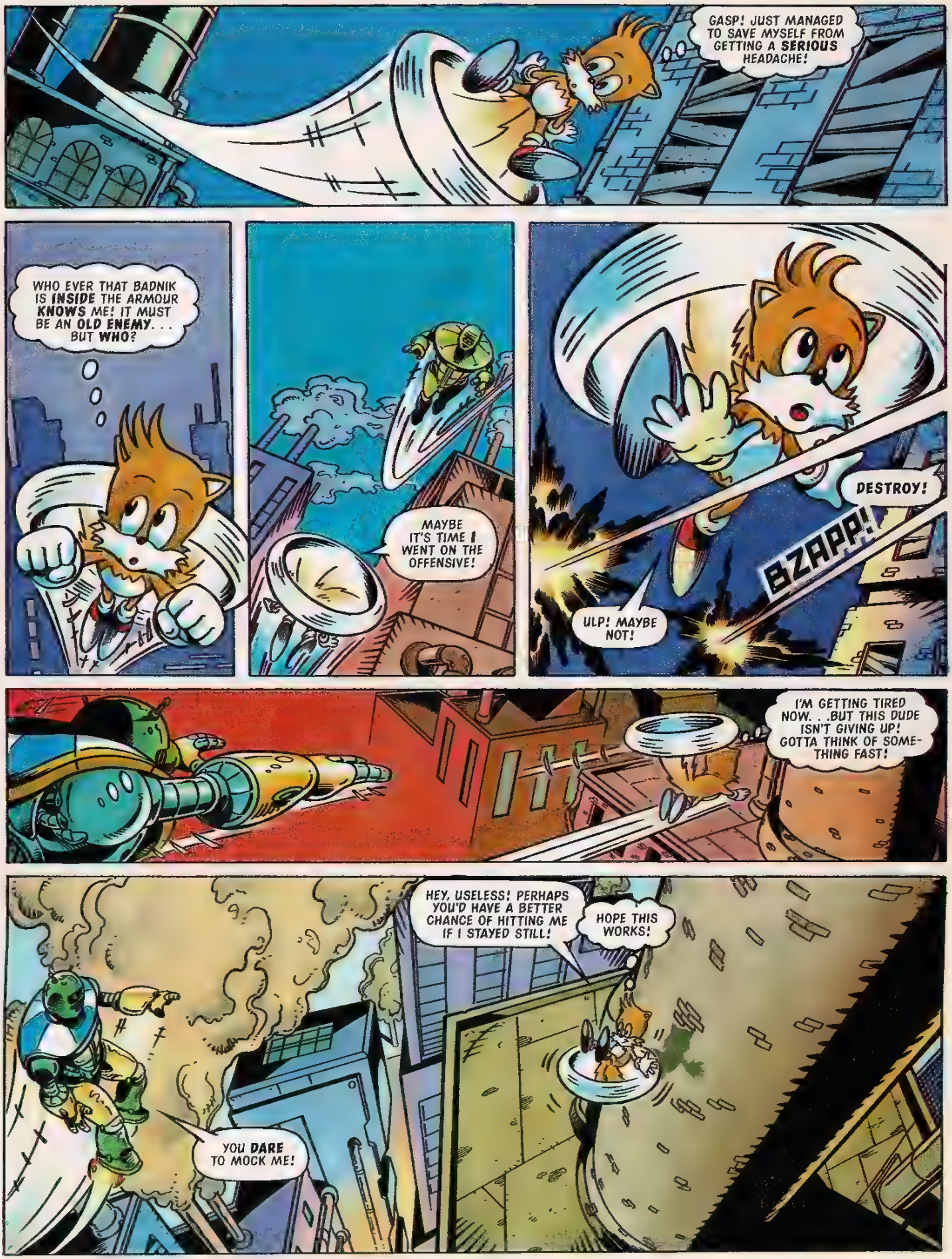
MONSTER MUNCH® characters are the property of WALKERS SNACK FOODS LTD.

TAZO™ PepsiCo, Inc.

MONSTER MUNCH

THE GRIM ZONE. . .
SIGH! I REMEMBER WHEN THIS WAS ALL FIELDS. . .THAT WAS BEFORE DOCTOR ROBOTNIK POLLUTED IT WITH HIS FACTORIES!
TAILS
MYSTERY VILLAIN
COMPLETE STORY
Script: LEW STRINGER
Art: MIKE HADLEY
Colouring: STEVE WHITE
Lettering: TOM FRAME
SUDDENLY. . .
FWOOSH!
UH-OH! LOOKS AS IF THEY DON'T LIKE TRESPASSERS AROUND HERE!
WHAP!
WOW! THIS BADNIK'S FAST! AAGHH!
GROAN! JUST FOR ONCE I'D LIKE TO GO THROUGH A DAY WITHOUT BEING HARASSED!

ZZAP!
YOW! YOU BADNIKS ARE ALWAYS IN SUCH A BAD MOOD!
REVENGE!
ZZAP!
REVENGE? SORRY, PAL! YOU MUST HAVE ME MIXED UP WITH SOMEONE ELSE! I'VE NEVER EVEN SEEN YOU BEFORE!
YOUR FAULT! YOU AND YOUR FRIENDS MADE ME WHAT I AM!
ER. . .I THINK YOU'LL FIND IT WAS ROBOTNIK WHO TURNED YOU INTO A BADNIK!
NO! DOCTOR ROBOTNIK ONLY DID IT TO MAKE ME MORE EFFICIENT! NOW I AM POWERFUL. . .ABLE TO DESTROY OUTLAWS LIKE YOU!
YES, UM. . . WELL IT'S NICE TO HAVE A HOBBY!
GAHH! YOU AND YOUR FRIENDS ARE ALWAYS MAKING JOKES! I HATE THAT! LAUGH THIS OFF!
WHOOOSH!
YIIIKE!


GASP! JUST MANAGED TO SAVE MYSELF FROM GETTING A SERIOUS HEADACHE!
WHO EVER THAT BADNIK IS INSIDE THE ARMOUR KNOWS ME! IT MUST BE AN OLD ENEMY... BUT WHO?
MAYBE IT'S TIME I WENT ON THE OFFENSIVE!
DESTROY!
BZAPP!
ULP! MAYBE NOT!
I'M GETTING TIRED NOW...BUT THIS DUDE ISN'T GIVING UP! GOTTA THINK OF SOMETHING FAST!
HEY, USELESS! PERHAPS YOU'D HAVE A BETTER CHANCE OF HITTING ME IF I STAYED STILL!
HOPE THIS WORKS!
YOU DARE TO MOCK ME!

I WILL HAVE MY REVENGE!
ZZAPP!
CRRRUMBLE!
OH, NO!
CRRAAASH!
THAT MUST HAVE HURT!
METAMORPHIA! SO THAT'S WHO THE BADNIK IN DISGUISE WAS! *
GROAN!
METAMORPHIA USED TO BE A SHAPE-SHIFTER AND A REALLY DANGEROUS ENEMY. . .BUT NOW SHE LOOKS SO SAD!
*SHE WAS LAST SEEN IN STC No. 67 – Megadroid

SOB! I'VE FAILED AGAIN! DOCTOR ROBOTNIK WILL BE SO ANGRY WITH ME!
LARDBELLY'S ALWAYS ANGRY!
I USED TO THINK ROBOTNIK WAS WONDERFUL BUT THE LAST TIME YOU GUYS WON AGAINST ME, HE TOOK AWAY MY SHAPE-SHIFTING POWERS AND TURNED ME INTO A BADNIK TO PUNISH ME!
SNIFFLE! I HATE ROBOTNIK NOW! HE'S CRUEL AND MEAN! I'M NEVER GOING TO WORK FOR HIM AGAIN!
GLAD TO HEAR IT!
WHA-? I'M CHANGING! B-BUT I LOST MY POWERS! HOW—
WOW! MAYBE THIS IS ONE FINAL CHANGE... FOR THE BETTER!
YES! YOU'RE RIGHT! I FEEL A HAPPIER PERSON NOW! I'M NOT GOING TO BE BAD ANYMORE. I FEEL... FREE!
NOW YOU'VE CHANGED YOUR APPEARANCE, ROBOTNIK WILL NEVER BE ABLE TO TRACK METAMORPHIA DOWN! YOU CAN START A NEW LIFE!
THAT'S WHAT I CALL A RE-FORMED CHARACTER!
THE END.

NEXT ISSUE : SNEAKER SEEKER!

Q ZONE

Q IS FOR QUESTION.
Q IS FOR QUERY.
Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

Compiled by Chris Jones

The **Q Zone** goes for gold this issue with a selection of sporty games. Get to grips with these, and you'll be on top of the winners rostrum, no sweat!

FIFA SOCCER '96

MD MEGA DRIVE

If England or Scotland win the European Championships this summer, they'll no doubt have borrowed some of the super skills used in **FIFA '96**! Just go to the Options, then to the control screen by pressing Pause. Press A for the cheat menu screen, and select any of these codes:-

Dream Team	**A,A,B,B,A,C,C,B,C,C,A,A**
Super Kick	**B,A,B,B,C,B,A,C,B,B,B,B,B,B**
Super Keeper	**A,A,A,A,A,B,B,B,B,B,A,C,C**
Super Offence	**A,A,A,C,C,B,C,A,A,B,C,C**
Super Defence	**B,B,B,C,B,C,A,C,B,B,B,C,B**

To improve your teams' ability and strength, **Select Options** and then **select Transfer News.** Go to the best teams in the world, swap their players with your reserves. Now swap the team members you don't want with your new improved reserves.

JOHN MADDEN '96

MD MEGA DRIVE

"41, 42, 44...HUT...HUT...HUT." Instead of a play like this on Madden, why not try a **Turbo Ball**? To play in this mode just press **A,C,C,B,B**, before the main menu appears.

NBA JAM TOURNAMENT EDITION

MD MEGA DRIVE

Get ready to basket some balls! Using famous people as players, instead of the likes of Michael Jordan and Shaq, makes this game extra fun ...

Bill Clinton	**C-Press A & Start, I-Press any button, C-Press B & Start.**
Hillary Clinton	**H-Press any button, C-Press B & Start, Space-Press any button.**
Prince Charles	**R-Press B & Start, O-Press A & Start, Y-Press any button.**
Kid Silk	**K-Press any button, S-Press B & Start, K-Press C & Start.**
Heavy D	**H-Press A & Start, V-Press any button, Y-Press B & Start.**

SEGA RALLY

MD MEGA DRIVE

When there's mud, trees, and smart cars around, it's going to be a rally good time!

HINTS AND TIPS

To get the wicked **Lancia Stratos** car, press **X,Y,Z,Y,X,** at the main menu. Go to the bottom car, and press down. Manual transmission is on one side, Automatic on the other.

To select the **Lakeside Track** while keeping **X+Y** pressed down, enter the Time Attack or Practice modes.

Get a **Hyper Car** by selecting your car in Arcade mode, and pressing **X+C** at the same time. Press Start, and your car will become a speedy, smooth handling, dream machine.

At the Sega Rally title screen, **hold down Y and press start. Keeping Y held down**, make all your selections as normal, using the C key. **Release Y as you zoom into the start of your race** and your track will be reversed. Back-tastic!

NEXT ISSUE: SONIC REVISITED - PART 1!

Kellogg's

FROSTIES

MONSTER SPORT STARS IN MY POCKET

TEAM UP WITH MONSTER SPORT STARS
THEY'RE GRRRUESOMELY GHOULISH,
FANTASTICALLY FRIGHTENING AND FREE INSIDE
KELLOGG'S FROSTIES PACKS

GO FOR IT TEAM !!

Werewolf Slugge

Slam Dunk

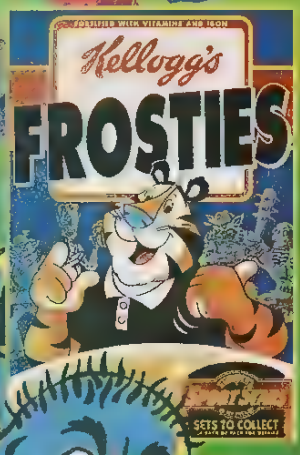
Completely Batty

Angry Oddity

Tony the Referee

Spooky Sprinter

Ful Back Drack

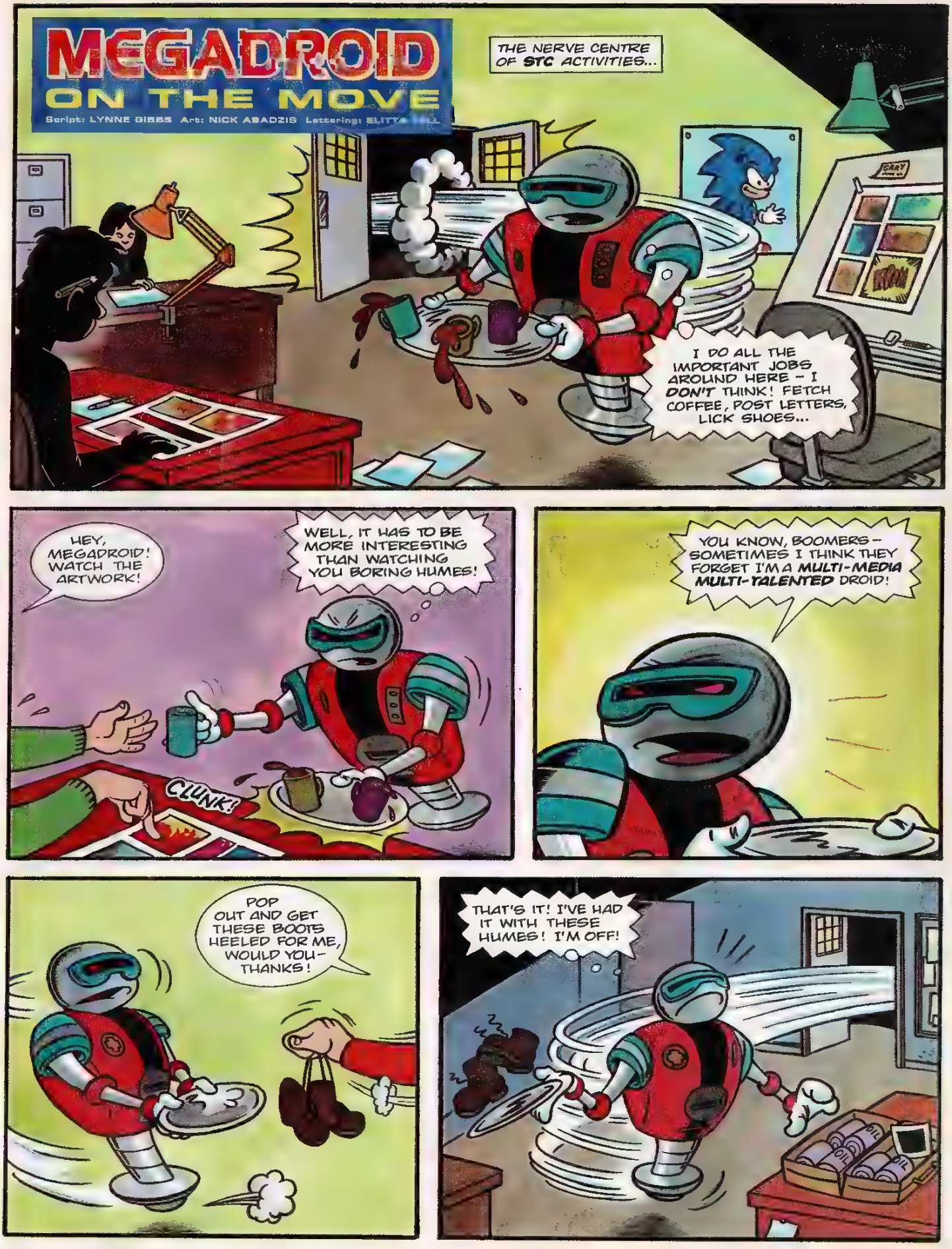


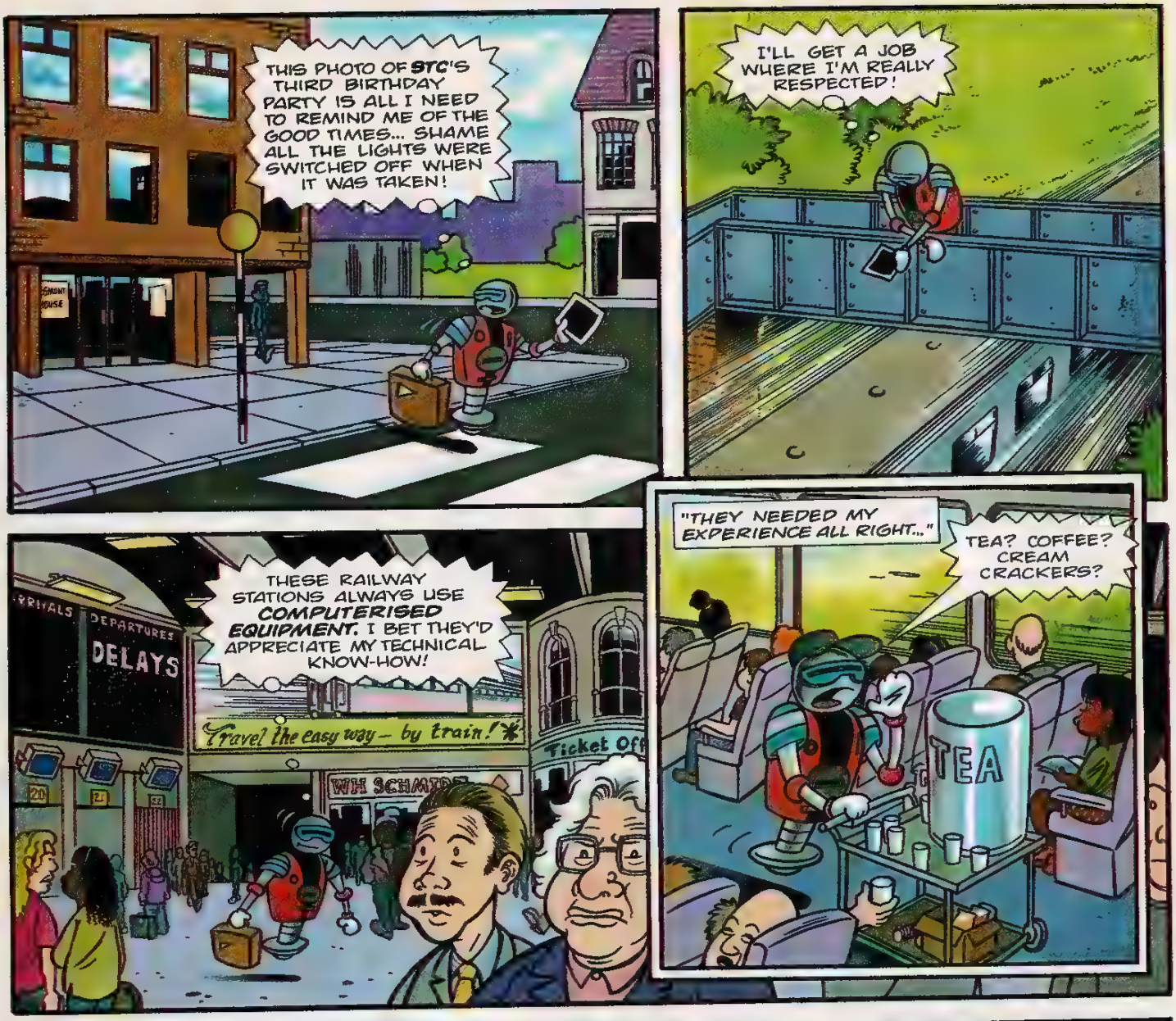
Kellogg's Frosties

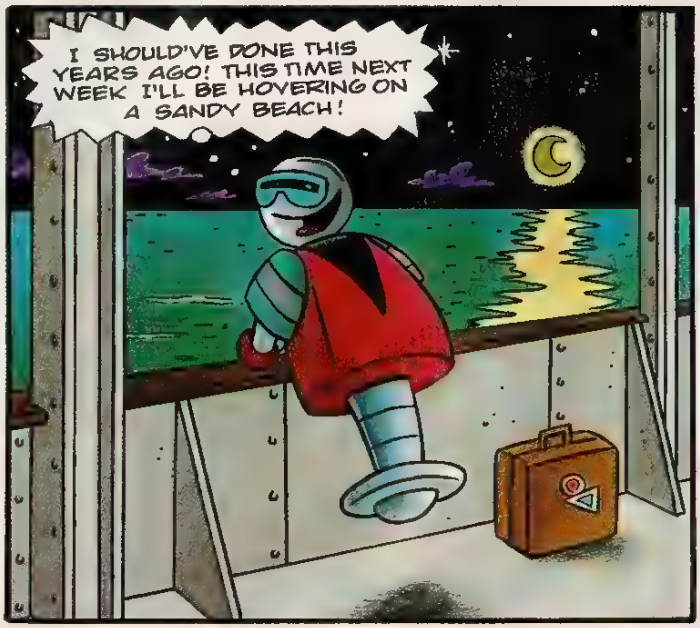
Kellogg's Frosties

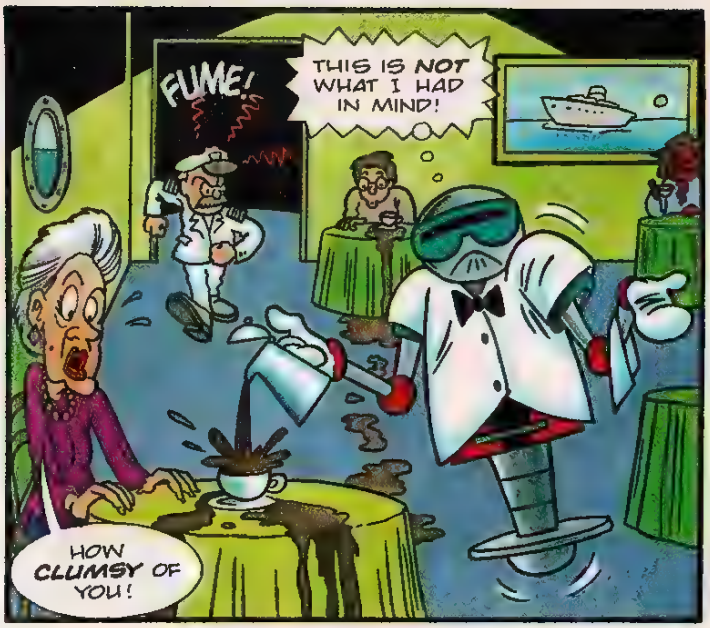
Slam Dunk

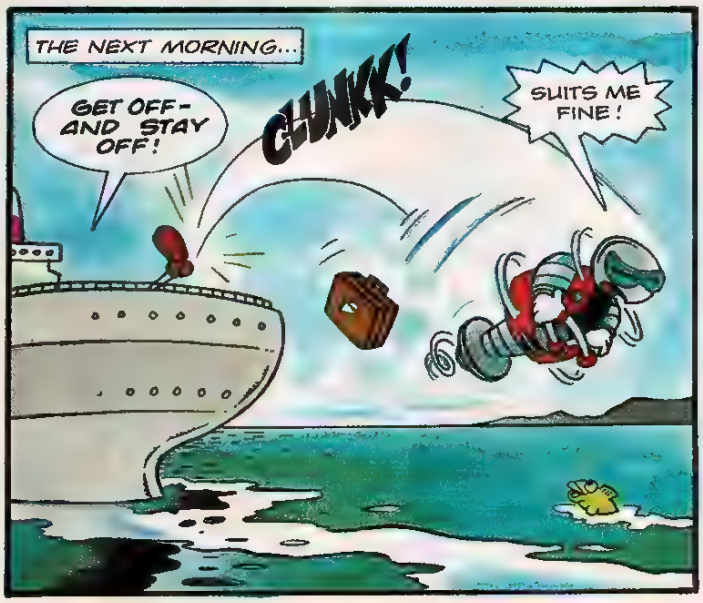
Spooky Sprinter

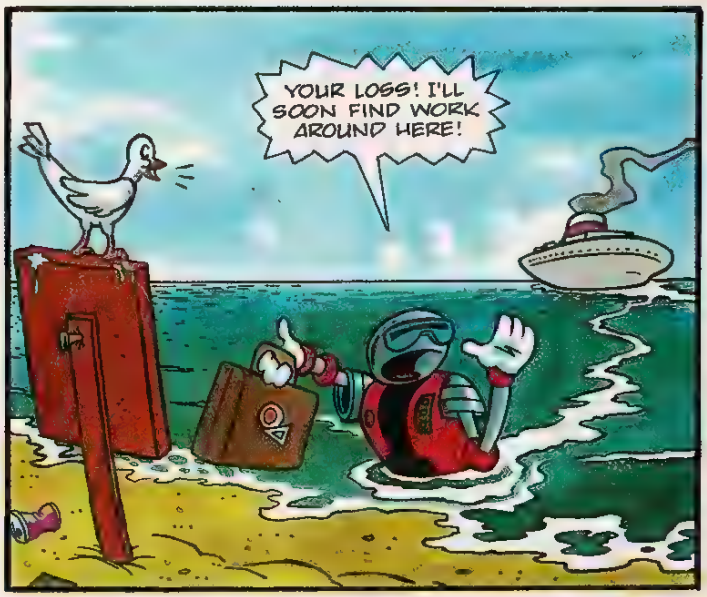

MEGADROID
ON THE MOVE
Script: LYNNE GIBBS Art: NICK ABADZIS Lettering: ELITTA
THE NERVE CENTRE OF STC ACTIVITIES...
I DO ALL THE IMPORTANT JOBS AROUND HERE – I DON'T THINK! FETCH COFFEE, POST LETTERS, LICK SHOES...
HEY, MEGADROID! WATCH THE ARTWORK!
WELL, IT HAS TO BE MORE INTERESTING THAN WATCHING YOU BORING HUMES!
CLUNK!
YOU KNOW, BOOMERS – SOMETIMES I THINK THEY FORGET I'M A MULTI-MEDIA MULTI-TALENTED DROID!
POP OUT AND GET THESE BOOTS HEELED FOR ME, WOULD YOU – THANKS!
THAT'S IT! I'VE HAD IT WITH THESE HUMES! I'M OFF!

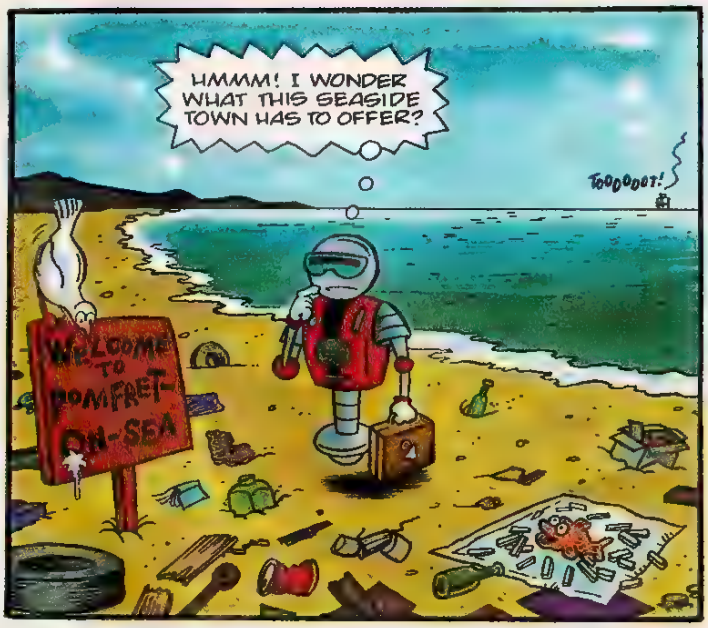

THIS PHOTO OF STC'S THIRD BIRTHDAY PARTY IS ALL I NEED TO REMIND ME OF THE GOOD TIMES... SHAME ALL THE LIGHTS WERE SWITCHED OFF WHEN IT WAS TAKEN!
I'LL GET A JOB WHERE I'M REALLY RESPECTED!
THESE RAILWAY STATIONS ALWAYS USE COMPUTERISED EQUIPMENT. I BET THEY'D APPRECIATE MY TECHNICAL KNOW-HOW!
ARRIVALS
DEPARTURES
DELAYS
Travel the easy way – by train!*
Ticket Off
"THEY NEEDED MY EXPERIENCE ALL RIGHT..."
TEA? COFFEE? CREAM CRACKERS?
TEA
THAT'S IT! I'LL APPLY FOR WORK IN THE CONTROL CABIN OF A CRUISE-LINER! NO PROB!
TRAVEL WOR
EXOTIC TOURS! WORLD CRUISES!
LATE SPECIALS! see inside!
AFTER A SUCCESSFUL INTERVIEW...
I AM SAILING...

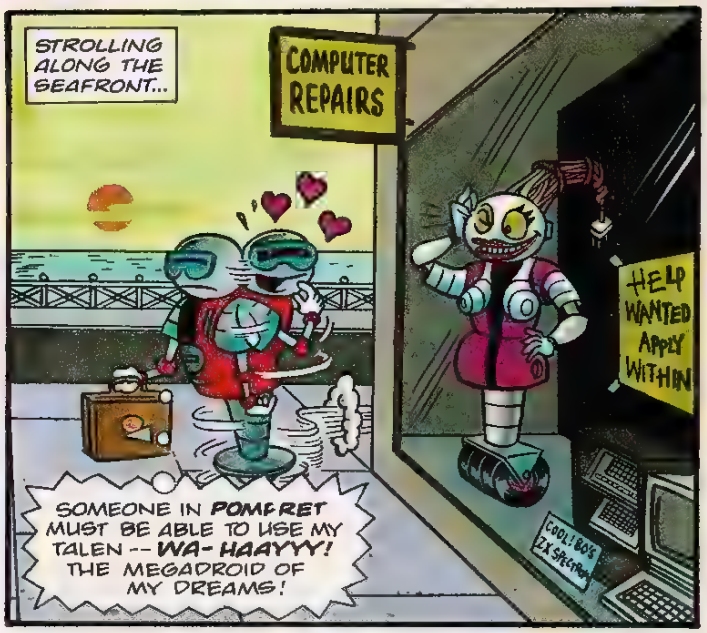

I SHOULD'VE DONE THIS YEARS AGO! THIS TIME NEXT WEEK I'LL BE HOVERING ON A SANDY BEACH!


FUME!
THIS IS NOT WHAT I HAD IN MIND!
HOW CLUMSY OF YOU!

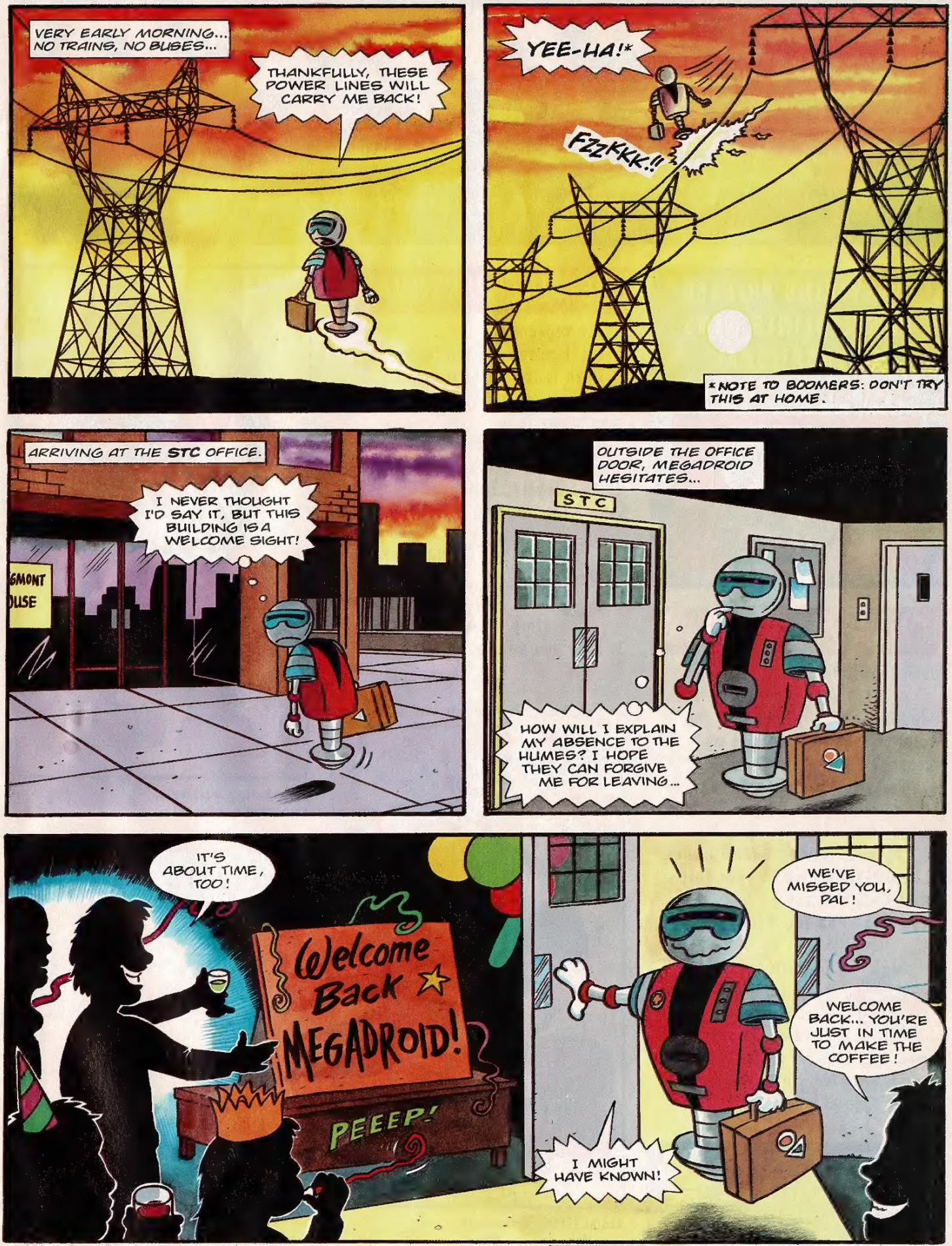

THE NEXT MORNING...
GET OFF - AND STAY OFF!
CLUNKK!
SUITS ME FINE!


YOUR LOSS! I'LL SOON FIND WORK AROUND HERE!


HMMM! I WONDER WHAT THIS SEASIDE TOWN HAS TO OFFER?
TOODOOT!
WELCOME TO POMFRET-ON-SEA


STROLLING ALONG THE SEAFRONT...
COMPUTER REPAIRS
HELP WANTED APPLY WITHIN
SOMEONE IN POMFRET MUST BE ABLE TO USE MY TALEN -- WA-HAAYYY! THE MEGADROID OF MY DREAMS!
COOL! BOS ZX SPECTRUM

MY LUCK'S IN... NOW I'M REPAIRING COMPUTERS...AND I'VE FOUND ME A DROID FRIEND! STC - EAT YOUR HEART OUT!
Riiiiiip
LATER...
HOW DO YOU FANCY SEEING THE JUDGE DROID FILM?
OILED LOVE TO!
OIL
A GOOD FILM ALWAYS MAKES ME FEEL HUNGRY!
CINEMA
CHOMP
PLASTIC CHIPS
JUDGE DROID
SHE HASN'T EVEN OFFERED ME A CHIP!
DOWN AT THE TECHNO TOES DISCO BAR...
DON'T BE SUCH A STIFF, MEGSY!
:SIGH: I KNEW I SHOULD HAVE OILED MY JOINTS BEFORE I LEFT STC!
MUCH LATER, BACK AT THE COMPUTER SHOP.
COMPUTER REPAIRS
I'VE BEEN THINKING... MAYBE THIS PLACE IS NOT FOR ME, I THINK I'LL GO BACK TO WHAT I KNOW BEST...
PLASTIC CHIPS
I HAD A REAL WHIZZ OF A TIME, MEGADROID!
ER, LIKEWISE.
SHE STILL DIDN'T OFFER ME A CHIP!


VERY EARLY MORNING... NO TRAINS, NO BUSES...
THANKFULLY, THESE POWER LINES WILL CARRY ME BACK!
YEE-HA!*
FZZKKK!!
*NOTE TO BOOMERS: DON'T TRY THIS AT HOME.
ARRIVING AT THE STC OFFICE.
I NEVER THOUGHT I'D SAY IT, BUT THIS BUILDING IS A WELCOME SIGHT!
OUTSIDE THE OFFICE DOOR, MEGADROID HESITATES...
STC
HOW WILL I EXPLAIN MY ABSENCE TO THE HUMES? I HOPE THEY CAN FORGIVE ME FOR LEAVING...
IT'S ABOUT TIME, TOO!
Welcome Back MEGADROID!
PEEEP!
WE'VE MISSED YOU, PAL!
WELCOME BACK... YOU'RE JUST IN TIME TO MAKE THE COFFEE!
I MIGHT HAVE KNOWN!

NEXT ISSUE: **NEW IMAGE FOR SONIC'S WORLD!**

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

CHANNEL TUNING

Dear Megadroid,

What ever happened to the News Zone? This insight into the world of Sega, fast became my favourite section of the comic. It was useful being the Sega 'know-it-all' at college, but now I'm as dumb as the rest!

Owen Davies GG/MD owner. Please send in your full snail mail address.
Sega Mega Hog Tag Winner.

So much for the old hume saying, "No news is good news"! However, do not fret Owen, because next issue, STC has a special news feature on the forth-coming Sega Channel!

Send your e-mail messages to:
stc@egmont.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

GETTING PERSONAL!

Dear Megadroid,

I must know the following:-
1) When is it your birthday?
2) How do you get around, when you have no legs?
3) Do you go to the bathroom?

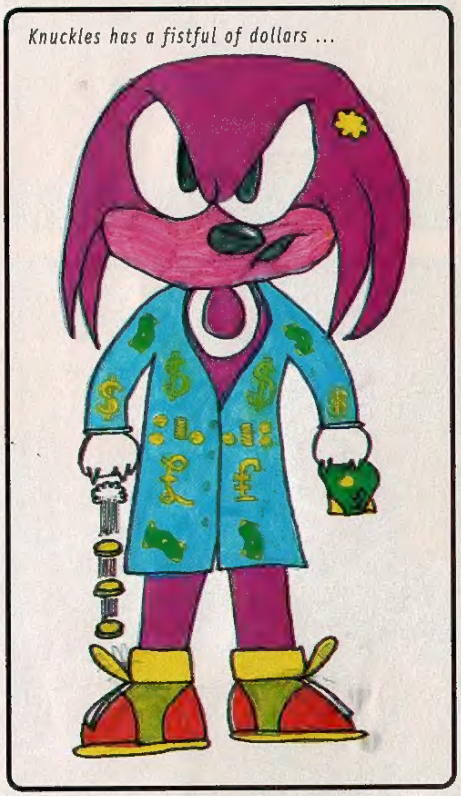
Mark Farrelly, Dublin, Ireland.
Sega Mega Hog Tag Winner.

1) I'm as old as *STC* itself ...
2) Hover look in my own story, this issue ...
3) Mind you own business!

I see great things in store next issue ...

Daniel Fulton, Portsmouth.
Sega Mega Hog Tag Winner.

Knuckles has a fistful of dollars ...



Craig Marlow, Northants.
Sega Mega Hog Tag Winner.

D.I.Y. SONIC

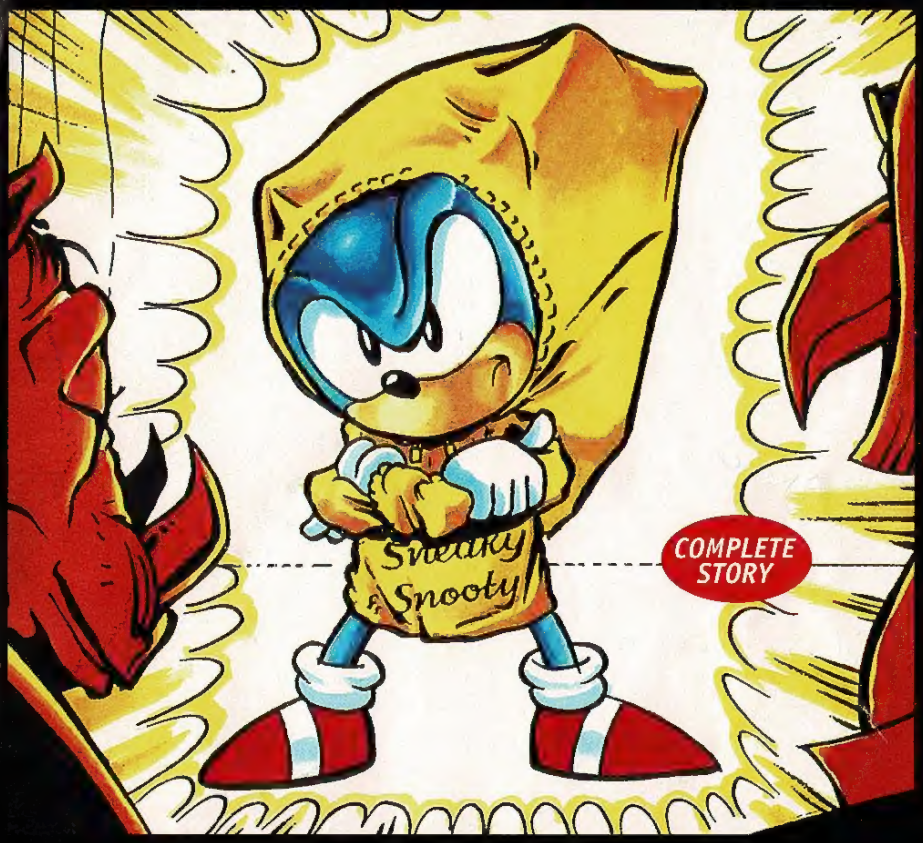
Dear *STC*,

I have a great idea, how about a step-by-step guide of instructions on how to draw Sonic?

Ryan Worgan, Letchworth, Herts. MS owner.
Sega Mega Hog Tag Winner.

You can pamper to your artistic needs, by uncovering diagrams and instructions of how to draw Sega's super speedster, in the 1996 Sonic Holiday Special.

NEXT ISSUE
NEW IMAGE



ANORAKS ARE BACK! IN SONIC'S WORLD

NEW SONIC STORY
HEROES & VILLAINS

NEW KNUCKLES STORY
VILLAGE OF THE DAMNED

COMPLETE TAILS STORY
SNEAKER SEEKER

PLUS

NEWS SPECIAL!
SEGA CHANNEL

REVIEWS!
PANZER DRAGOON 2
STARFIGHTER 3000

Q ZONE!
SONIC REVISITED

STC 84

ON SALE **WEDNESDAY**, 7 AUGUST '96

£1.20

DATA STRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE ☐ AGE ☐

NAME .....

ADDRESS .....

.....

.....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 83

☐ %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

SUN, SEA, AND ...
THE SONIC HOLIDAY SPECIAL!
NEW
POWER-PACKED STORIES!
PLUS
WIN
A SEGA SATURN!
RACY
SONIC INTERVIEW!
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of HOW TO
DRAW SONIC!
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MORE!
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